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CLAIM AMENDMENTS

1. (Previously amended) A method of moving an object on a drag plane in a virtual three dimensional (3D) space, comprising:
selecting the object at an initial location using a cursor;
moving the cursor from the initial location;
generating a reference plane extending through the initial location;
projecting movement of the cursor from the initial location to an interim point on the reference plane;
projecting the cursor from the interim point on the reference plane to a final location the drag plane; and
rendering the object on the drag plane at the final location
2. (Previously amended) The method of claim 1, wherein projecting the cursor from the interim point comprises rotating the reference plane onto the drag plane.
3. (Currently amended) The method of claim 1, further comprising:
calculating a first angle between a line of sight and the drag plane, wherein the line of sight is a line from a virtual camera to the object; and
determining a drag angle by using a larger angle of the first angle and a predetermined minimum angle.
4. (Previously amended) The method of claim 3, wherein the reference plane is generated using the drag angle.
5. (Original) The method of claim 3, wherein the drag angle is measured from the line of sight to the reference plane.
6. (Original) The method of claim 3, wherein the predetermined minimum angle is 30 degrees.

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7. (Original) The method of claim 1, further comprising: hiding the cursor from a user's view; wherein the object is displayed while the cursor is hidden.

8. (Previously amended) The method of claim 7, further comprising:
deselecting the object; and
rendering the cursor following deselecting.

9. (Previously amended) The method of claim 8, further comprising: moving the cursor to the initial location of the object, wherein the cursor is displayed at the initial location of the object.

10. (Original) The method of claim 1, wherein a virtual camera moves to keep the object in a user's view.

11. (Previously amended) An apparatus for moving an object on a drag plane in a virtual three dimensional (3D) space, comprising:

a memory that stores executable instructions; and
a processor that executes the instructions to:

select the object at an initial location using a cursor;

move the cursor from the initial location;

generate a reference plane extending through the initial location;

project movement of the cursor from the initial location to an interim point on the
reference plane;

project the cursor from the interim point on the reference plane to a final location on
the drag plane; and

render the object on the drag plane at the final location

12. (Previously amended) The apparatus of claim 11, wherein the processor executes instructions to rotate the cursor from the reference plane onto the drag plane.

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13. (Currently amended) The apparatus of claim 12, wherein the processor executes instructions to:
calculate a first angle between a line of sight and the drag plane, wherein the line of ~~site~~ sight is a line from a virtual camera to the object; and
determine a drag angle by using a larger angle of the first angle and a predetermined minimum angle.
14. (Previously amended) The apparatus of claim 13, wherein the reference plane is generated using the drag angle.
15. (Original) The apparatus of claim 13, wherein the drag angle is measured from the line of sight to the modified drag plane.
16. (Original) The apparatus of claim 13, wherein the predetermined minimum angle is 30 degrees.
17. (Original) The apparatus of claim 11, wherein the processor executes instructions to:
hide the cursor from a user's view; wherein the object is displayed while the cursor is hidden.
18. (Previously amended) The apparatus of claim 17, wherein the processor executes instructions to:
deselect the object; and
render the cursor following deselecting.
19. (Previously amended) The apparatus of claim 18, wherein the processor executes instructions to: move the cursor to the initial location of the object, wherein the cursor is displayed at the initial location of the object.
20. (Original) The apparatus of claim 11, wherein a virtual camera moves to keep the object in a user's view.

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21. (Previously amended) An article comprising a machine readable medium that stores executable instructions for moving an object on a drag plane in a virtual three dimensional (3D) space, the instructions causing a machine to:

select the object at an initial location using a cursor;

move the cursor from the initial location;

generate a reference plane extending through the initial location project movement of the cursor from the initial location to an interim point on the reference plane;

project the cursor from the interim point on the reference plane to a final location on the drag plane; and

render the object on the drag plane at the final location

22. (Previously amended) The article of claim 21, wherein projecting the cursor from the interim point comprises rotating the reference plane onto the drag plane.

23. (Currently amended) The article of claim 21, further comprising instructions that cause the machine to:

calculate a first angle between a line of sight and the drag plane, wherein the line of sight is a line from a virtual camera to the object; and

determine a drag angle by using a larger angle of the first angle and a predetermined minimum angle.

24. (Previously amended) The article of claim 23, wherein the reference plane is generated using the drag angle.

25. (Original) The article of claim 23, wherein the drag angle is measured from the line of sight to the modified drag plane.

26. (Original) The article of claim 23, wherein the predetermined minimum angle is 30 degrees.

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27. (Original) The article of claim 21, further comprising instructions that cause the machine to: hide the cursor from a user's view; wherein the object is displayed while the cursor is hidden.

28. (Original) The article of claim 27, further comprising instructions that cause the machine to:
deselect the object; and
render the cursor following deselecting.

29. (Previously amended) The article of claim 28, further comprising instructions that cause the machine to move the cursor to the initial location of the object, wherein the cursor is displayed at the initial location of the object.

30. (Original) The article of claim 21, wherein a virtual camera moves to keep the object in a user's view.